

## ASCII Character Codes

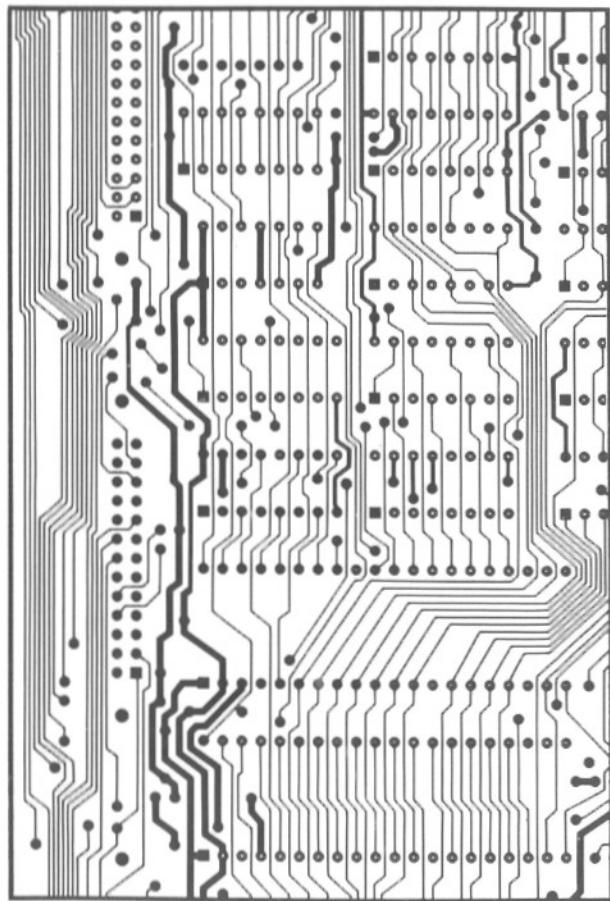
DEC	CHAR	DEC	CHAR	DEC	CHAR
000	CTRL-@	043	+	086	V
001	CTRL-A	044	.	087	W
002	CTRL-B	045	-	088	X
003	CTRL-C	046	,	089	Y
004	CTRL-D	047	/	090	Z
005	CTRL-E	048	0	091	[
006	CTRL-F	049	1	092	\
007	CTRL-G	050	2	093	]
008	BS	051	3	094	↑
009	HOR. TAB	052	4	095	—
010	LINE FEED	053	5	096	.
011	VERT. TAB	054	6	097	a
012	FF	055	7	098	b
013	CR	056	8	099	c
014	CTRL-N	057	9	100	d
015	CTRL-O	058	:	101	e
016	CTRL-P	059	:	102	f
017	CTRL-Q	060	<	103	g
018	CTRL-R	061	=	104	h
019	CTRL-S	062	>	105	i
020	CTRL-T	063	?	106	j
021	CTRL-U	064	@	107	k
022	CTRL-V	065	A	108	l
023	CTRL-W	066	B	109	m
024	CTRL-X	067	C	110	n
025	CTRL-Y	068	D	111	o
026	CTRL-Z	069	E	112	p
027	CTRL-[	070	F	113	q
028	CTRL-\	071	G	114	r
029	CTRL-]	072	H	115	s
030	CTRL-↑	073	I	116	t
031	CTRL-—	074	J	117	u
032	SPACE	075	K	118	v
033	!	076	L	119	w
034	"	077	M	120	x
035	#	078	N	121	y
036	\$	079	O	122	z
037	%	080	P	123	{
038	&	081	Q	124	—
039	·	082	R	125	}
040	(	083	S	126	-
041	)	084	T	127	DEL
042	*	085	U		

CTRL = Control Character BS = Backspace  
CR = Carriage Return FF = Form Feed DEL = Rubout

## Cromemco I6K Basic Features

- Semi-compiling design — combines the best features of both interpreters and compilers — yields exceptionally fast execution times
- Allows 3 types of variables:
  - \* integer (2 bytes) range +32767 to -32768
  - \* short floating point (4 bytes) range  $\pm 9.99E+62$  to  $\pm 9.99E-65$
  - \* long floating point (8 bytes) range  $\pm 9.99E+62$  to  $\pm 9.99E-65$
- 14 digit accuracy
- Advanced floppy disk I/O capabilities
- Binary and ASCII storage for both programs and data
- Sequential and random access files
- English language error messages
- Syntax error checking as program is entered
- Dynamic error trapping
- TRACE and immediate mode to facilitate debugging
- Advanced string handling capabilities
- Advanced output formatting capabilities
- Chaining of programs
- Direct machine language interaction

# Cromemco I6K Extended Basic Instruction Set



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# Cromemco 16K Basic Instructions

## Abbreviations:

A, B, C, D	variables
m, n, p, r	integers
E, F, G, H	expressions or variables (H may be relational)
L1, L2	line numbers
stmtt	statement
strng	string expression
[ ]	optional parameter
{ }	choose one parameter may be repeated
...	
fn	file number
p1, p2	parameters
s	one letter
*	do not use with line no.
**	use only with line no.
†	disk basic only
byte	byte value
fmt	format
dr:	drive:

ABSolute value (E)
ASCii (A\$)
ATN(E) arctangent
* AUTOLine L1, L2
BINAND (A, B)
BINOR (A, B)
BINXOR (A, B)
† BYE
CHR\$(A) ASCII character
CLOSE [ \n \ ]
* CONTinue
COSine (E)
† CREATE strng
** DATA [A] [strng] [.b . . . ]
DEGree
DELETE L1, L2
DEF FN\$ (A) = E
DIM A (m) [, B(n, p, r) . . . ]
†* DIRectory [dr:] [strng]
† DISK [dr:]
ECHO
** END
ENTER strng
† ERASE strng
ESCAPE
EXPonent (E)

{FOR A = E TO F [STEP G]
{NEXT A
FRActional part (E)
FREE space (E)
GET \fn [.p1 [.p2]] \[E, F . . . ]
GOTO L1
{GOSUB L1
{RETURN
IF H THEN {L1} {stmtt}
IMODE
INPUT [( \fn, p1, p2 \ ] {strng}] A[.B . . . ] [:]
INTEGER A [ (m) ] [, B . . . ]
INTeger (E)
INP (m)
IOSTAT (fn, m)
IRN (E) integer random number generator
LENgth (A\$)
[LET] A = E
LFMODE
LIST [strng.] [L1[L2] ]
LONG A [ (m) ] .B . . . ]
LOGarithm (E)
† LOAD strng
MAXimum (E)
† MAT A = E
MINimum (E)
NOECHO
NOESCAPE
NOTRACE
ON E (GOTO) (GOSUB) L1
ON ERROR (STOP) (GOTO) (GOSUB) L1
ON ESCape (STOP) (GOTO) (GOSUB) L1
OPEN \fn [.p1 [.p2]] \ strng
OUT m, byte
PEEK (m)
POSition (A\$, Y\$, n)
POKE m, byte
{PRINT} {@} [ \fn, p1, p2 \ ] [ USING fmt] [E{ }{ }{ } F . . . ]
PUT \fn [.p1 [.p2]] \[E, F . . . ]
RADIans
RANDOMIZE
READ A [.B . . . ]
REM [anything you want]
RESTORE
* RENUMBER
† RENAME strng-old, strng-new

RND (E) random number generator values  
RUN [strng]

† SAVE strng  
SCRatch  
SET m,A  
SFMODE  
SGN (E) algebraic sign  
SHORT A [ (m) ] [,B . . . ]  
SINE (E)  
SPaCe (E) use with PRINT  
SQR (E) square root  
\*\* STOP  
STR\$ (n) string  
SYStem (E)  
TANgent (E)  
TAB (E) use with PRINT  
TRACE  
USER (A, p1 [,p2 . . . ])  
VALue (A\$)

## Hexadecimal — Decimal Conversion Table

HEXADECIMAL COLUMNS				
4	3	2	1	
HEX = DEC	HEX = DEC	HEX = DEC	HEX = DEC	
0	0	0	0	0 0 0 0
1	4,096	1	256	1 16 1 1
2	8,192	2	512	2 32 2 2
3	12,288	3	768	3 48 3 3
4	16,384	4	1,024	4 64 4 4
5	20,480	5	1,280	5 80 5 5
6	24,576	6	1,536	6 96 6 6
7	28,672	7	1,792	7 112 7 7
8	32,768	8	2,048	8 128 8 8
9	36,864	9	2,304	9 144 9 9
A	40,960	A	2,560	A 160 A 10
B	45,056	B	2,816	B 176 B 11
C	49,152	C	3,072	C 192 C 12
D	53,248	D	3,328	D 208 D 13
E	57,344	E	3,584	E 224 E 14
F	61,440	F	3,840	F 240 F 15
7 6 5 4	3 2 1 0	7 6 5 4	3 2 1 0	
		BYTE		BYTE